

JIHAD is an amateur publication for the refereeing of postal Diplomacy(tm) games and other conflict simulations.

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W W W W W

#9

Opening Guns

Are you sitting down? I mean REALLY sitting down?

Well, I've got some good news and I've got some bad news for you -

Bad news first - due to underwhelming response over the past few months, and despite several plugs in this zine and elsewhere, I'm cancelling the Journalism Awards. With the single overwhelming exception of the "Chicken" Cacciatori series by Arturo Guajardo and friends, I've received just ONE other nomination in any category. Obviously, there isn't really enough interest in this contest to justify it - so I'll concede defeat and dump it. Thanks to the few of you who got involved; and especially to those who were all set to judge the flock of nominees that never materialized.

As for the good news - there's lots of it. JIHAD's first invitational Diplomacy game will start next issue; Kingmaker 8002, which hadn't even been opened officially last time, has just one spot left; my sub list is up to 62; and the Class of '80 feature scheduled for next issue has triggered response beyond my wildest expectations.

While I'm on Class of '80 - there's still time to contribute. Just send in your comments on any zine you've seen that started up in 1980, or send in a numerical rating of each on a 1-10 scale (10 is best), or do BOTH if you feel ambitious; I need your responses by January 15th. There will be a BIG feature article next month based on these contributions and my own pungent commentary. Watch for it.

I'll prattle on no longer here - Lights! Camera!...

*****A**C**T**I**O**N*****

Diplomacy Hobby Census

For the first time in over two years, a player census of the North American Diplomacy hobby is being taken. Guess who the sucker is that's doing it...how about that!

Anyway, I'll be putting together this list of every(?) postal Diplomacy player on the continent in hopes of having it ready for the big cons this summer.

A form letter is being prepared - but I'll put in an advance word here to the pubbers who read this rag. I'm asking for the mailing list for each and every Dipzine in North America to be sent to me by March 15th, 1981, so I can start the necessary compilations.

Therefore - if you publish, please help make this project a success by MAILING your mailing list to me and, if possible, by PLUGGING the Census. I'll need lots of help, and I won't get it by coercion or ridicule. Only voluntary assistance will work. Thanks for your help.

Kinky Game Openings

Most of them are good enough games - just uncommon in pbm. I said last month that I'd have one and only one other game in JIHAD (though I'll have a few more sections of some I already offer). The list of possibilities has been narrowed to five. Send no money - but let me know what you'll play. The first game to "fill" will be selected. The games are:

Rail Baron (need 6); Nuclear Holocaust: WWII (need 9); Junta (need 7); Wooden Ships and Iron Men demo derby (need 6); Business Strategy (need 4 or more).

First Anniversary Issue of JIHAD

The May, 1981 issue of JIHAD will be my First Anniversary issue, and I'd like to put out at least 40 pages. However, I'll need your help for some of that. Contributions of articles, camera-ready artwork, and the like are being solicited. I pay in sub credits or gamefees.

Game Openings are presently available in the following:

Regular DIPLOMACY - Seven players.

#8003 Anderson, Luedi, Steagall, Stewart.

#8101 By invitation only - five players registered.

#8102 One player registered.

DIPLOMACY VARIANTS

Crypto-Diplomacy II - Six players. Agee and Osborne are registered.

This original design is a limited-intelligence variant which is not a "blind" variant - a unique design. Orders are published in codes constructed by the players - hopefully not broken by their opponents. Other features that contribute to the limited-intelligence aspect include a third unit type, free set-up and hidden initial deployment, and a non-player Italy controlled by player interaction.

Mercator III - Thirteen players. Anderson, M. Bates, Del Grande, Mercer, and Osborne are registered.

British variant designer Doug Wakefield came up with this excellent design, which ranks as one of the very best large variants. Six extra Great Powers are added to the standard seven - China, India, Japan, Brazil, Argentina, and USA - and the map has been expanded to the entire globe, and 108 supply centres! However, the average Mercator game is about the same length as regular Dippy because of innovative victory conditions that allow multiple wins.

North America: 2020 - Seven players. M. Bates, Osborne, Scott, Stewart, and Swartz are registered.

NA2020 was published for the first time in JIHAD #6. It is set in a hypothetical (and I fervently hope it stays that way) future after the great earthquake sinks California, Quebec secedes from Canada, Texas becomes independent, and economic chaos fragments what's left of the U.S.A. Special design features include hovercraft units and a random events module to compel the players to deal with the likes of foreign intervention, raw material shortages, internal dissension, and guerrilla warfare.

The Song of the Night - Five players. Anderson is registered.

Lew Pulsipher, the variant editor of Diplomacy World, designed this fantasy variant for his book Diplomacy Games and Variants, published in Great Britain by Strategy Games Ltd of London. Players are the heads of five sundered kingdoms, each re-exploring and re-conquering the world after a time of Chaos. Many unusual features are found in this game, including a magic system, heroic leaders, units of several non-human races, dragons, treasures, fantastic encounters, and the other trappings of fantasy literature. The game has been called a cross between Diplomacy and Dungeons and Dragons.

KINGMAKER #8002 - Six players. Carter, Monaghan, Osborne, Reynolds, and Wyatt are registered.

A MIGHTY FORTRESS #8002 - Six players. Bratcher, Davies-Morris, Osborne, and Osmanson are registered.

INTERNATIONAL GAMES - Waiting lists are open for international games of Diplomacy and Bourse on month-and-a-half deadlines.

Gamefees for all games are \$2.00 plus sub EXCEPT Mercator III which is \$3.00, and The Song of the Night which is \$6.00 (this fee includes the book Diplomacy Games and Variants, necessary for play). Standbys are needed for all games except Kingmaker and The Song of The Night - just let me know if you're interested. No fee.

1978 FKTHE WEST DIES, BUT THE PRESS GOES ON
GM Implicated in International ScandalWinter, 1907
Spring, 1908Autumn 1907 - Italy retreats a tyo off the board (it could have moved to pie - my error) and retreats f ion-TUN.

Winter 1907

Austria (Ron Kelly): Even.

France (Gerald Carne): Builds a MAR.

Italy (Arturo Guajardo): Even.

Russia (Eric Verheiden): Builds f STP(sc), f SEV.

Spring 1908

Austria: f GRE s Russian f aeg-ion (not so ordered); a BUD s a tri; a TRI s Russian a tyo.

France: f CLY-nwg; a EDI holds; f LON s f nth; a mar-PIE; f tyh-ION; f hol-HEL; f NTH s f hol-hel; a bel-HOL; a RUH s a bel-hol; a BUR s a ruh.

Italy: a VEN s French a mar-pie; f NAP s French f tyh-ion; f TUN s French f tyh-ion; f ADR s a ven.

Russia: f sev-BLA; f stp(sc)-BOT; f nwg-NAT; f BAR-nwg; f SKA-nth; f DEN s f ska-nth; a NWY holds; a BER s a kie; a SIL s a mun; a MUN s a kie; a KIE s a mun; a TYO s Austrian a tri; a VIE s a tyo; a SER s Austrian a tri; f AEG s f ion; f ion*holds; a rum-BUL.

Russian f ion must retreat to alb, apu, eas, or ctb.

A concession to Russia has been proposed. Players should vote with their orders.

Deadline for Fall 1908 orders is 10:30 p.m. EST on Tuesday, January 27, 1981. Press follows.

Edinburgh - Intelligence sources with the French troops stationed in Edinburgh reported today that contrary to Russian claims the Russian fleet in the Norwegian Sea does not have the Hazel Park cub scouts on board. In a clever ruse, according to French intelligence, the Russians have disguised a group of Polish grandmothers (from Hamtramck, and not Hazel Park) as cub scouts. What tipped French intelligence off was that the Polish grandmothers mistook the neckerchiefs for babushkas, and have thus been using them as headscarfs. Upon hearing this the French President once again demanded the return of the cub scouts (and their uniforms) to their mothers. He called the turn of events an international scandal, and laid blame for it on Glenn Overby II for ever suggesting their use to the Italian government.

Hazel Park - Informed sources here report that the United States government has initiated a formal diplomatic protest against alleged slander committed by the French propaganda ministry against American citizen Glenn Overby II. The protested utterances occurred during the continued negotiations on the Cub Scout crisis, now in its 494th day since the Russian occupation of Vienna and Bulgaria. No action is expected to be taken against France, though, because of that nation's value as an intermediary in the negotiation process.

St. Petersburg - The Tsar today deplored the press releases from Paris and elsewhere describing Russian policies as "imperialist" and "expansionistic". Nothing could be ~~further~~ further from the truth. In point of fact, we have gone nowhere without an invitation from the legitimate government of each state involved. The legitimate leaders of Germany, Turkey, Scandinavia, and the Balkans have reaffirmed their approval of Tsarist policies from their quarters in the Winter Palace and are even now being installed in their rightful positions. The so-called

(continued next page)

1978 FK Press (continued from preceding page)

"elected" officials of these states will be making their views known after their return from an extended vacation in Siberia. We are confident that these views will be in complete agreement with those of the Tsar.

Hazel Park to St. Petersburg - I, too, am confident that the ~~puppets~~ leaders of the several states will come to agree with the Tsar...

Paris - Paris fashion designers have come out with their new spring collections which feature the Russian peasant look. The new fashion style is said to be spreading as fast as the Russian Army, as people throughout France and her colonies are burning their clothing and dressing in Russian peasant garb.

Roma - Italy, war weary and exhausted, expecting to sue peace last winter, fights on in this Spring of 1908. Buoyed up by new hope with the arrival of French reinforcements in the Piedmont and French naval squadrons in the central Mediterranean, the Italian government, tottering on the brink of military and economic disaster, called up the old veterans in a last ditch effort to stop the Russian onslaught. One such veteran was the renowned General Giovanni "Chicken" Cacciatori, who was dragged screaming from underneath his bed at his country estate near Capua. Some reporters say the good general displayed shocking behavior and conduct unbecoming an Italian officer, even going so far as to suggest cowardice on the part of the hero of so many military campaigns.

The Ministry of Propaganda insisted, on the other hand, that the hero of the Viennese occupation was verbally abusing Italy's enemies, and that he was eager to return to action for his own honor and the honor of Italy.

Cacciatori's new command will be in the North, where he is expected to conduct the defense of Venice. Anchoring the Venetian army's left wing will be an army of French volunteers, who will be assigned the defense of the Po Valley.

Meanwhile, news that Italy's Boy Scout Commandos, former ~~puppets~~ comrades in arms of General Cacciatori, were being returned to their parents by the Russian navy was received with abject jubilation by the populace. The government requested, however, that the young men be transferred to French authorities in the British Isles. The Foreign ministry urged that the Russian fleet not waste all that fuel oil to deliver a few urchins. Ever conscious of the worldwide fuel crunch, the Ministry pointed out that the boys, by bicycling the length of the British Isles, swimming the English Channel and hiking from Normandy to Rome could acquire no less than 42 merit badges. An unofficial Russian response suggested that the boys hike through the steppes to Siberia, swim the Bering Sea, bicycle the continent of North America, and canoe across the Atlantic for a total of 187 merit badges. Italian officials immediately protested, saying the scouts were of the tender-foot class and such character building excursions should be reserved for Eagle Scouts. Circumnavigating the globe is a merit badge attainable by only those of long scouting experience.

Hazel Park - Apparently both the Italians and the Russians have forgotten that the Boy Scouts (they started as cubs, true, but they've been traveling a LONG time) are from HAZEL PARK, not Italy. Therefore, both the merit badge counts are off by one - as the scouts will have ample opportunity to earn an Aviation badge on their flight home from Rome...

Marseilles - Rumors have been sweeping Marseilles that the 5th Army of the Republic of France (recently raised in this city and sent to the Piedmont to aid Italy from total collapse) has had General Cacciatori appointed by the Italian army as liaison officer. Officials of the French Army refused to make any comment about Cacciatori (nor would they comment on the Italian army). Meanwhile, a group of Marseilles

(continued on page 6)

Kingmaker 8001 Set-Up

Voting Results:

Combat at Sea	4 yes	0 no	will be used
Royal Death	1 yes	3 no	will NOT be used
Gales at Sea	4 yes	0 no	will be used
Catastrophe	2 yes	2 no	will NOT be used
Treachery	1 yes	3 no	will NOT be used
Vacillating Nobles	3 yes	1 no	will NOT be used

Two players did not vote.

The event deck contains 91 cards - 80 basic, 10 advanced, Gales at Sea. Since Combat at Sea is in use, ships must be given a combat status each turn (neutral/belligerent).

Starting Positions and Allocations:

Audley (Tickhill) - Leicester
 Clifford (Conisboro) - Duke of Exeter, Chancellor of Cornwall, le Swan
 Cromwell (Tattershall)
 Grey (Rockingham) - Earl of Essex, Treasurer, Newcastle, Shrewsbury, le Lucas
 Hastings (Tutbury)
 Holland (Kimbolton) - Earl of Worcester, Chancellor, Scots Archers
 Howard (Farnham) - Earl of Richmond, Steward Royal Household, le Rose, Burgundian XBowmen
 Percy (Cockermouth) - Saxons, Bristol
 Pole (Wingfield) - Archbishop Canterbury, Northampton
 Roos (Belvoir) - Earl of Salisbury, Warden of Cinque Ports, Bishop of Lincoln
 Stanley (Douglas) - Nottingham
 Talbot (Ludlow) - Chancellor of Lancaster, Bishop of Durham
 le George (Rye)
 le Lucas (Whitby)
 le Rose (Plymouth)
 le Swan (Berwick)
 le Trinity (Rye)

Four cards went to Chancery...

The Factions...

David Agee - The Middle of the Road Nobles
 David Anderson - Beowulf's Brigands
 Kevin Mooney - The Nameless Faction
 Debbie Osborne - Logres
 William Osmanson - Red Banner
 Al Pearson - Lords Organized to Suppress Egalitarian Rebels and Scum (L.O.S.E.R.S.)

Turn 1 Events: PLAGUE - Southampton; PARLIAMENT MUST BE SUMMONED; REVOLT IN WALES - Talbot to Ludlow; STORMS AT SEA; EMBASSY - King to Ravenser; non-event to Osmanson.

IMPORTANT GM RULING - David Anderson must advise the GM in which town the Parliament will be held - it may be any town in England. The Parliament takes place IMMEDIATELY. All players must advise the GM of their nobles that will attend Parliament.

The other Turn 1 events will occur immediately after the close of Parliament.

Deadline for advising the GM of Parliament attendance is 10:30 p.m. Eastern time on Monday, January 26, 1981. If I hear from all players sooner, I will immediately commence Parliament, so it is in your best interests to respond quickly. Press follows.

Somewhere in England - We of the Middle of the Road Nobles would like to meet with any Nobles around E-4 to talk of a possible deal.

(continued next page)

Kingmaker 8001 Press (continued from previous page)

Farnham - The Earl of Richmond declares Henry of England the King for the rest of the game.

London International Press Service (GM) - With all due respect to the good Earl reposing at Farnham, we prophesy that there are some in the good city of York who feel otherwise...

1978 FK Press (continued from page 4)

mothers have united to demand the return of their sons (fearing that the fate of their sons would be that of the Hazel Park cub scouts which Cacciatori had led). In a show of solidarity there was a mass demonstration of the mothers in which they burned Cacciatori's pizzas. The Marseilles moms stressed that they did support aid to Italy in principle, and that they only had a beef with Cacciatori.

GM to World - I remember when whole issues of JIHAD weren't as long as the press for this turn - don't you?

WS & IM Challenge Turn 2

Rulings: I have received a neutral opinion on the use of the ammo types rule with the Basic Game...and I reverse my earlier statement on the damage done by grapeshot. Grapeshot does full damage as listed in the rules. Also, I will assume a default reload of roundshot in all cases where it is possible to reload and only one broadside is empty.

Combat Phase

Bradshaw (1201) at le Flame (2101)	HT 5 (Hul)	scores 3H, 2G, G
Swann (1202) at L'Guerro (2105)	HT 3 (Rig)	scores 3R
L'Guerre (2103) at Bradshaw (1201)	HT 5 (Rig)	scores 4R, C
L'Guerro (2105) at Swann (1202)	HT 4 (Hul)	scores 2H
le Flame (2101) at Bradshaw (1201)	HT 8*(Hul)	scores 4H, 2G, C, R
le Fume (2106) at Stallworth (1204)	HT 3 (Rig)	scores 2R, G
le Frume (2201) at Webster (1203)	HT 2 (Hul)	scores G

* Computed HT 9, but HT 8 is the maximum allowed in the Basic Game.

Movement Phase

British (Roy Henricks)

<u>Sgn. Black</u>			<u>Sgn. Gold</u>	
Bradshaw (1201)	FS	Z18/3	Lambert (1206)	Y9/4
Swann (1202)	FS	X17/5	Bahr (1207)	Y7/4
Webster (1203)		Y15/4	Ham (1208)	Y5/4
Stallworth (1204)		Y13/4	Greene (1209)	Y3/4
Harris (1205)		Y11/4	Banaszczak (1210)	Y1/4

Bradshaw is fouled with le Flame (2101)

French (John Caruso and Steve Heinowski)

<u>Sqn. Alpha (Caruso)</u>			<u>Sqn. Beta (Heinowski)</u>	
L'Guerra (2102)	FS	W25/6	<u>le Flame (2101)</u>	AA20/4
L'Guerre (2103)		Y24/5x	<u>le Fume (2106)</u>	DD17/5xx
L'Guerri (2104)		AA22/4	<u>le Frume (2201)</u>	II15/5xx
L'Guerro (2105)		BB18/5xx	<u>le Fum (2202)</u>	FF15/5x
			<u>le Dung (2301)</u>	FS 227/5

le Flame is fouled with Bradshaw (1201)

Note: x - remained in same hex, xx - drifted. FS = full sail.

Deadline for Turn 3 orders is 10:30 p.m. EST on Monday, January 26, 1981. Press follows on page 7.

WS & IM Press (from previous page)

Admiral's Log - HMS Bradshaw:

The battle is joined. We now know the identities of the enemy vessels, and find some of them appropriately named. We note with interest that the old saying is true - le Dung does float downstream.

1980 IF PURPLE UNITS CRUNCHED ON TWO FRONTS Spring, 1902
Occupation Forces Evicted From Trieste...
But They Take Vienna

Austria (Larry Boudon): a vie-TRI; a SER s a vie-tri; f ALB s a vie-tri;

England (Dennis Denfeld): f nwg-BAR; f edi-NWG; f lon-NTH; a nwy-SWE;
f DEN s a nwy-swe.

France (Alan Dickinson): f por-MID; f bre-ENG; a BEL-ruh; a mar-BUR;
a PAR s a mar-bur; a spa-GAS.

Germany (Keith Mercer): f hol-HEL; a bur*ruh; a MUN s a ber-kie;
a ber-KIE.

Italy (John Daly): f TUN s f nap-ion; f nap-ION; a tri*s a tyo-vie;
a VEN s a tri; a tyo-VIE.

Russia (Roy Henricks): a LVN s a stp (ordered to move); a stp-NWY;
a PRU s a lvn; f swe*s a stp-nwy; a WAR holds; f rum*holds.

Turkey (Al Pearson): a bul-RUM; f BLA s a bul-rum; a con-BUL;
f smy-AEG.

German a bur must retreat to pic or otb; Italian a tri must retreat to bud, tyo, or otb; Russian f rum must retreat to sev or otb;
Russian f swe must retreat to bal, bot, fin, ska, or otb.

Deadline for Fall 1902 orders is 10:30 p.m. EST on Tuesday, January 27, 1981. Press follows.

Constantinople to London - Let's declare a demilitarized zone for the two of us--how about W. Med., Lyo, and Tyrr. It should take us several years to break this treaty; no doubt a Diplomacy record for honoring such a treaty.

Berlin to France - The Kaiser wishes you no ill will but would greatly appreciate some move on your part to show the same. We don't wish to create an offensive on the French/German front do we?

Ankara to Berlin - Dearest Kaiser, It is obvious that the reports of your impending death were slightly premature. As Sultan, I look forward to your continued existence with great hope. Sincerely, Al-Said, Sultan of all the Turks (including Greece).

Vienna to Rome - You Italians must have something against the color red. Maybe it has something to do with all the heartburn your food causes.

Hazel Park to World - This looks like the gauntlet's been thrown down... do I see a press war coming?

Constantinople to Vienna - Why don't you concentrate on your real problem (Italy in your home centers) and leave me alone to govern the ethnic Turks in Greece.

Munich Chronicle - General Hans Fidrich today stated to a crowd of onlookers in Holland that he will be working closely with Admiral Wilhelm Doogle in the evaluation of England's occupation of territory along German borders. What action is to be taken is unknown at this time but it will be beneficial to the Reich.

Overby's First Rule of Success in Zine Publishing - If you can figure out how to fill little spaces like this one, you've got it made...

Machiavelli 8001

GAMESTART

Greetings, my fellow backstabbers, and welcome to JIHAD's first (and last, for a while) Machiavelli game.

The 1513 situation of the "The Struggle for Dominance" scenario will be used for this game. All Advanced Game rules are in force, along with the following Optional Rules: II Sequence of Play, III Natural Disasters, IV Special Military Units, VI Optional Assassination Unit Set Up, VIII Distant Play Rules, and X The Money Lenders.

The winner of this game must control 15 cities at the end of a Campaign, and must control at least one other player's home country.

The GM will determine all retreats, using Just's Right-Hand Rule (if you don't understand it, ask) and using the "automatic conversion" retreat to a fortified city as a last resort.

Press is encouraged, using standard JIHAD press guidelines: i.e. I may edit for space, and keep it clean. No black press is allowed.

Good Luck...

Austria: William Osmanson, 1015 Union St, Morris, IL 60450
France: Larry Boudon, Box 27527, River Station, Rochester, NY 14627
Milan: Steve D'Alessandro, 7 Burdett Rd, Lynn, MA 01904
Papacy: R. Clark Reynolds, 6731 37th Ave, Sacramento, CA 95824
Turks: Don Del Grande, 142 Eliseo Dr, Greenbrae, CA 94904
Venice: Mike Scott, 1726 Cypress Circle, La Verne, CA 91750

(Does the entry list for this say something about Californians and their philosophy of statecraft? Hmmmm...)

Famine Phase: (Rolls 7, 12) Famine in Pisa, Aquila, Avignon, Lucca, and Istria.

Military Unit Adjustment and Income Phase

Austria: Income 27d. Builds A1 Tyrolea, A2 Austria, A3 Messina, A4 Bari, A5 Milan, F1 Palermo, F2 Naples, F3 Sardinia. Treasury = 3d.

France: Income 12d. Builds A2 Saluzzo, F1 Marseille, G1 Milan. (A1 Avignon cannot be built due to famine.) Treasury = 3d.

Milan: Income 15d. Builds A1 Pavia, A2 Cremona, A3 Swiss, A4 Modena, A5 Ferrara. Treasury = 0d.

Papacy: Income 20d. Builds A1 Perugia, A2 Rome, A3 Bologna, F1 Ancona.
Treasury = 8d.

Turks: Income 13d. Builds A1 Durazzo, A2 Hungary. F1 Albania, F2 Tunis. Treasury = 1d.

Venice: Income 22d. Builds A1 Padua, A2 Treviso, F1 Dalmatia, G1 Venice. Treasury = 10d.

Autonomous Garrisons in Arezzo, Florence, Genoa, Lucca, Mantua, Monteferrato, Piombino, Pisa, Ragusa, Savoy, Sienna, Trent, Turin.

Your Assassination Markers:

Deadline for Spring 1981 orders is 10:30 p.m. EST on Monday, January 26, 1981.

Hobby Mascot - Mike Conner (Lone Star Diplomat) is running a contest to select the Diplomacy Hobby Mascot. If you have a candidate for this honour, send a "nominating speech" of not over 50 words to me (along with a 3"x5" photo (optional) by January 25th. I'll sponsor a nominee in your name and JIHAD's....

Questionnaire and Opinion Poll

In early December, I received a two-page letter from hobby old-timer Larry Peery regarding his return to the hobby. He will be starting up his zine Xenogogic on 1 April 1981, and asked that I publish this poll for his Institute for Diplomatic Studies. The stated purpose of this QOP is "to help us determine what kind of Dippy zine is most wanted and most needed today."

Responses should be mailed to IDS QOP, Attn. Mike Maston, Box 8416, San Diego, CA 92102 by March 1. DO NOT SEND RESPONSES TO JIHAD! Those who reply will receive a complimentary copy of Xenogogic when the first issue is published in April.

I. RESPONDENT BACKGROUND INFORMATION (Complete only sections that apply to you.)

A. PUBLISHERS SECTION:

1. Publication Name(s):
2. Publishers Name:
3. Address:
4. Type of Publication:
5. Total # of issues published to date:
6. Frequency of publication:
7. Length (pp.) of average issue:
8. Method of publication:
9. Type of contents:
10. Circulation: Paid/Trade/Free
11. Costs per copy per issue:
12. Income per copy per issue:

B. GAMESTERS SECTION:

1. Gamesmaster's Name:
2. Address:
3. Total # of games mastered:
4. First Boardman # game:
5. Latest Boardman # game:
6. First Miller # game:
7. Latest Miller # game:
8. Zines games mastered in:
9. How did you learn to gamesmaster?

C. NOVICE PLAYERS SECTION (Less than 1 year of postal play):

1. Name:
2. Address:
3. First Boardman # game and zine:
4. Total Boardman # games and zines:
5. How were you introduced to postal Diplomacy?
6. What do you like/dislike most about postal Diplomacy?

D. EXPERIENCED PLAYERS SECTION (More than 1 year of postal play):

1. Name:
2. Address:
3. First Boardman # game and zine:
4. Latest Boardman # game and zine:
5. Total # of Boardman # games played:
6. Total # of Boardman # games won (which?):
7. Average # of games played at a time:
8. First Miller # game and zine:
9. Latest Miller # game and zine:
10. Total # of Miller # games played:
11. Total # of Miller # games won (which?)
12. Average # of Miller # games played at a time:

E. PROS (Must have answered Sections A, B, and D):

N.B. This is an open ended essay question designed to stimulate maximum response on a broad range of issues.

Are things better for you (the hobby) as a publisher (gamesmaster, player, or all three) now than they were one (three, five, ten) year ago?

(continued next page)

IDS QOP (continued from preceding page)

II. THE QUESTIONS (Complete only those questions you are qualified to answer by your past experience. Answers may be short, or long, but they should be complete.)

- A. What is a practical and realistic game/zine publishing schedule for postal Diplomacy?
- B. What is a reasonable and fair gamefee? Dollar-wise and percentage-wise, how much of the financial burden should the publisher and/or players bear?
- C. How much importance do you attach to features (non-game materials), including press releases? What types of features appeal to you (list them)? Which don't?
- D. List the good &/or bad qualities you look for in a zine, gamesmaster, or fellow player?
- E. What is your favorite specific zine, gamesmaster, and player and how does it, he or she, fit the image you discussed in #D.
- F. What is your attitude toward Diplomacy organizations?
- G. What is your attitude toward FTF play as compared with postal Diplomacy?
- H. What is your attitude toward DIPCONS, gaming conventions, etc.?
- I. Why do you publish, gamesmaster, and/or play?
- J. How many hours per week do you spend on Diplomacy?
- K. How many hours per week do you spend on other gaming activities?
- L. How many hours per week do you spend on outdoor sports?
- M. How much money per month do you spend on Diplomacy?
- N. How many different Boardgames do you own? Play?
- O. A brief, non-Diplomacy, autobiographical sketch of the respondent, if you please.
- P. What question would you like to have asked and answered in a survey such as this?

III. DISCLAIMER

- A. May we quote you?
- B. On or off the record?

1980 KW AUSTRIA ADOPTS UNUSUAL STRATEGY Spring, 1901
(Dip 8002) "Black and Blue Triangle" Rife With Strife
Austria (David Agee): f TRI holds; a bud-GAL; a vie-BOH.
England (Tim Bates): f edi-NTH; f LON-eng; a lpl-WAL.
France (Ned Nichols): a MAR s a par-bur; a par-BUR; f BRE-eng.
Germany (Dennis Denfeld): f kie-HOL; a ber-KIE; a MUN-bur.
Italy (Deane Sperdakos): a ven-TYO; a rom-VEN; f nap-ION.
Russia (Steven Davies-Morris): a WAR holds; a mos-UKR; f sev-RUM;
f stp(sc)-BOT.
Turkey (Debbie Osborne): a con-BUL; a smy-CON; f ank-BLA.

Underlined moves failed; CAPS indicate the unit's final position.
Deadline for Fall 1981 orders is 10:30 p.m. EST on Tuesday, January 27, 1981. Press follows.

Hazel Park - What, no press?

PELLENORATH - is a zine dealing with the geography of created worlds in fantasy and science fiction literature. They're seeking writers, too - submission guidelines available from publisher or yours truly. This looks DIFFERENT. Single issues \$1, subs 5/\$4.00 from Rod Walker, 1273 Crest Dr, Encinitas, CA 92024 - tell him I sent you.

1977 IT*****
Finis

Game report for 1977 IT:

1977 IT Warmonger (Rowland) to W05, Jihad (Overby). A: Alan Moon (dro W05), Ron Kelly (draw S09). E: Steven Decker (draw S09). F: Richard Kovalcik, Jr. (out F06). G: Arturo Guajardo (draw S09). I: Wayne Callahan (dro W05), Dan Palter (out F07). R: Tony Rubinelli (dro W05), Arnold Trembley (draw S09). T: Dan Mueth (out F05).

	01	02	03	04	05	06	07	08	
A	5	5	7	8	11*	9	9	9	Draw S09
E	5	6	7	8	10	11	13	13	Draw S09
F	5	5	4	4*	3*	(1)	0		
G	5	5	5	5	4	5	5	5	Draw S09
I	4	4	4	3	2	2	0		
R	6	6	4	4	4	6	7	7	Draw S09
T	4	3	3	2	0				

Gamesmaster's Statement: I picked this game up at the end of 1905, with two GREAT powers and four others "hanging on". The first two seasons saw an elegant tactical sequence by E-G that squeezed out the last French units, but time was against the English - as she lost the race to the crucial Italian stalemate lines, but didn't dare stab her weak German ally for fear of a unified A-R crashing the gates. I'm afraid that the four-way draw was apparent within two turns after I picked the game up, although faint hopes did exist for a diplomatic break of the deadlock. Nevertheless, what I saw was definitely a well-played game, and the result is ample testimony to the good sense of all four survivors - for 'tis true that nobody could stab without risking loss of everything, and a draw of all survivors inevitably followed.

No players submitted endgame statements (a shame, too - I'd have liked some history of this one pre-1905), so I close the book on 1977 IT. Steven Decker and Arnold Trembley now have their "freeby" subs lapse; I hope you'll stick around, but it's been a pleasure in any case.

Diplomacy Tournament Update

Two noteworthy Diplomacy tournaments have been scheduled for the next few months - one for West Coast Dippers in Sacramento, California, in February; and the other for fellow Midwestern types in Detroit at the end of April.

Sacramento, CA - February 14th and 15th at the Royal Game Store. Prizes range from \$5 to \$100. Three rounds will be played; time limit 6 hours on each round. Register by mail before Feb. 9th, price \$4; \$6 at the door. Contact Clark Reynolds, 6731 37th Ave, Sacramento, CA 95824 for more info. Phones: 916-383-6030 home, 916-322-9888 office.

Detroit, MI - April 25th and 26th at the Detroit Gaming Center, 4147 Cass Ave, Detroit. Two qualifying rounds on Saturday (5 hours ea) with a seeded final on Sunday. Scoring system is combination of the Revised Berch and JIHAD systems; Glenn Overby will GM. Prizes based on entries. Entry fee \$3 by mail, \$4 at the door - deadline for mail entries is April 18th. Contact your publisher for further information. Home phone is 313-545-7949; office is 313-831-5700 midnights; anyone calling home before 4 pm risks incurring great wrath...

More on Diplomacy tournaments for a minute - the Sacramento tourney above will hopefully be a regular semiannual affair; while the Detroit event, if it does well, will be annual. Also, don't forget DipCon 14, in conjunction with Origins in San Francisco over the 4th of July weekend...

Game Reviews: The Hammer of Thor, Medical Monopoly, Food Fight

Christmas 1980 is behind us now (leaving piles of gift wrap and shredded checkbooks in its wake, as always), and that usually means I have a pile of new games to play. I've decided to do "capsule" reviews for the next couple of months to tell you all about the latest crop...

The Hammer of Thor - publisher Gameshop, Inc., 46 Dougherty St, Manchester, CT 06040; list price \$18.95. The Hammer of Thor is a game for one, two, or more than two players (the only limit is however many players can fit around your table) based on Norse mythology. The basic version is a multi-player game where half the players are "good", half "evil" and the odd man out neutral. Each player starts with one god or other creature of Norse legend, and travels the mythical planes in search of followers and comrades - the object being first for that player's philosophy to win the last battle at Ragnarok, and second to have the surviving characters with the greatest Reputation. (The neutral, if present, can throw his weight to either side, or play both ends against the middle.)

Components include over 600 cards - representing 365(!) different creatures of the Norse legends, plus a bewildering array of items, runes, predictions and the like.

This game has a heavy dose of role-playing built into it as well - characters have over a dozen "attributes" used for fighting, movement, negotiation, seduction, "cons", and other game functions.

The Hammer of Thor is an attractive product - both physically and in terms of its subject. The amount of research backing this game is staggering. The rules, however, need work - primarily from a standpoint of organization. It took hours to play my first game, because several unique systems are used in the game - and I was the one to wade through the rulebook and two double-sided cards in order to figure things out.

Gamers with an interest in the subject matter should place this game very high on their buy list - but those who are more interested in the game than the Norse mythos should play it with a friend first before shelling out their \$20. The Hammer of Thor is an acquired taste (how's that for a mixed metaphor) for most people - I like it, but it's not for everyone.

Medical Monopoly - publisher Professional Games, Inc., PO Box 1903, Chicago, IL 60690; list price unknown. Medical Monopoly is a two to four player game - each player is a doctor with his/her own hospital, and the object is to fill all twelve beds with patients. This is done by diagnosing illnesses from their symptoms, and having the needed drugs, equipment, or what have you to treat them.

The board is a typical "racetrack" type; in addition to the Office Visit and First Aid spaces (which cause you to draw cards to attempt your diagnoses), there are various services such as the Pharmacy, the Operating Room, and the X-Ray lab that players may rent to treat their patients, and disaster spaces such as Smallpox Epidemic and Typhoid Fever Carrier (oh, horrors!).

My complaint arises only because I own the company's other game Trial Lawyer; the games are too similar mechanically. In fact, I had to bite my tongue to keep from admitting jurors to my jury box after a successful diagnosis - that says it all. Medical Monopoly is not a demanding test of skill - to put it charitably - but it has educational value, particularly for 10-16 year olds, and it is a pleasant way to spend a short time.

Food Fight - published in Dragon #44; publisher Dragon Publishing, PO Box 110, Lake Geneva, WI 53147; price \$3. Here lies a sleeper - in the vein of Snit's Revenge and The Awful Green Things From Outer Space. Food Fight turns two to four players into high school students at lunch hour, trying desperately to smear their fellow students with as much goo as possible, while staying out of the faculty's clutches for 10 turns.

There's plenty of variety in this game; it's quick, and it's fun. Watch for TSR to clean up the graphics and box it...

A Mighty Fortress 8001

1533

WHEREIN the Hapsburgs give away more land; the English and French navies continue their tete-a-tete in the Channel; Suleiman sweeps into Sicily; a GM goof is corrected; the Pope expands, the Lutherans convert Norway, Poland, and more of Germany, and Henry still hasn't asked for an annulment...

About that GM goof - I'm surprised I'd forgotten the infamous Case 8.45 that bars Lutheran combat units from unconverted German areas. However, nobody noticed except the Lutheran - who told me - and I've decided to adjust the situation as follows:

1) The position as published stands. I'm thankful there weren't any Declarations of War in 1532.

2) Tom's orders for this turn convert all the areas that need to be converted, so the new position is legal and possible.

3) Tom will not get income for Augsburg and Nuremburg this turn, since it is impossible for him to have taken these cities in 1532.

I believe that this will correct all the problems created by the error - so, without further ado,

Campaign Phase

England (Don Swartz): 1013 1n; 1312 2a; 1412 1n; 1708 2a; 1811 2n(*); 1912 4a1n; 3401 1n(aug1).

France (Steve D'Alessandro): 1504 2a; 1520 2a2n; 1713 1n(*); 1714 2a1n; 2116 2a; 2117 2a; 2223 3a1n; 2522 1a; 2723 1n(*) .

Hapsburgs (William Osmanson): 0229 1a; 0422 6n; 0423 1a; 1424 2a; 1625 2a; 1926 2a3n; 2312 1a(*); 2313 2a; 2317 1a; 2418 1a; 2617 1a; 2719 2a(*); 3017 2a; 3328 1n; 3412 2a; 3427 3a1n; 3614 2a.

Lutherans (Tom Swider): 2501 1m; 2508 1m; 2509 aBre; 2511 2aHesMgd; 2512 1m; 2611 aAnh; 2614 1m; 2712 aSax; 2813 2m; 2814 2aHesMnsim; 2915 1m; 3005 1m; 3008 1m; 3110 1m; 3111 aSax1m; 3212 aBrn1m; 4101 1m; 4109 1m; 4211 1m.

Ottomans (Chuck Higgins): 3331 2a1n(aug1); 3917 4a; 4021 2a; 4131 3n2a; 4829 2a1n.

Papacy (Debbie Osborne): 2411 1a; 2413 1a; 2617 1a; 2720 1a; 2922 1a; 3120 1a; 3226 1a.

Combat - not possible. Theological Debate - not possible.

Taxation Phase

England - Dublin(1), Plymouth(1), York(3), London(6), Calais(3), Copenhagen(1). Total 15,000 Crowns.

France - Brest(4), Bordeaux(4), Rouen(3), Paris(2), Dijon(2), Marseilles(4), Edinburgh(1), Turin(1). Total 21,000 Crowns.

Hapsburgs - Corunna(5), Madrid(3), Barcelona(4), Prague(4), Vienna(7), Antwerp(6), Naples(4), Zurich(1), Geneva(1). Total 35,000 Crowns.

Lutherans - Bremen(3), Magdeburg(3), Augsburg(see above), Nuremburg (see above). Total 6,000 Crowns.

Ottomans - Buda(3), Belgrade(2), Bucharest(3), Constantinople(6), Athens(3), Palermo(1), Cagliari(1). Total 19,000 Crowns.

Papacy - Cologne(1), Mainz(1), Trier(1), Bologna(1), Ravenna(1), Rome(4), Genoa(1), Venice(2). Total 6,000 Crowns rules limit.

(continued next page)

Diplomacy Phase
-----Areas Controlled:

England - Calais, England, Ireland, Denmark, Sweden

France - France, Scotland, Savoy

Hapsburgs - Austria, Bohemia, Franche Comte, Hungary, Naples, Navarre, Netherlands, Spain, Tyrol, Portugal, Switzerland.

Lutherans - All Germany EXCEPT Bavaria, Cleve, Cologne, Mainz, Mark, Mecklenburg, Nassau, Palatinate, Trier, Wurttemburg, Metz.

Ottomans - Ottoman Empire, Sardinia, Sicily.

Papacy - Cologne, Mainz, Papal States, Trier, Genoa, Venice, Milan, Florence.

Cities Newly Controlled for Tax: England - Stockholm; Hapsburgs - Lisbon; Lutherans - Wittenburg; Papacy - Florence, Milan.Lutheran Religion: All Germany EXCEPT Cleve, Cologne, Mainz, Mark, Metz, Trier; also Denmark, Sweden, Norway, all Polish cities.Diplomatic Pouch

TREATY OF ANTWERP, 1533

Terms 1. The Hapsburgs cede Antwerp to England.
2. The Hapsburgs cede the Netherlands to England.
(signed by English and Hapsburgs)Expenditure Phase

	Eng	Fra	Hap	Lut	Ott	Pap
Start 1533	5,000	23,000	20,000	8,000	19,000	5,000
Taxation	15,000	21,000	35,000	6,000	19,000	6,000
Gen Movement	- 5,000	- 7,000	-12,000	- 2,000	- 7,000	- 2,000
Aug Movement	- 1,000				- 1,000	
War						
Combat						
Replacements						
MMercenaries		-10,000			- 5,000	- 5,000
Transfers						
Start 1534	14,000	27,000	43,000	12,000	25,000	4,000

R & R Phase

Entering This Turn: England 2x at 1711; Hapsburgs 4x at 3614.

Eligible Next Turn: France 2x; Lutherans 1533 and 1534 reinforcements; Ottomans 1x; Papacy 1x.

Press

Paris - "The Hapsburg-Turkish treaty bodes ill for all of Europe." This is the consensus circulating around the capital recently to the news from Vienna. His Majesty Francis I has ordered all troops on full alert to repel any invaders.

Suleiman - I am building seaside palaces for my two favorite wives on my new islands of Sicily and Sardinia.

GM Notes - 1. Remember the stacking limits. 2. Remember that you can't enter another player's ZOC or controlled area without an Alliance permitting the move or a Declaration of War.

Deadline for 1534 orders, including diplomatic papers, is 10:30 p.m. EST on Saturday, January 24, 1981. England must notify the GM of her intent to seek annulment by this deadline or not at all.

Contest Corner

As promised, this month's contest will be "The World's Toughest Diplomacy Quiz". The person scoring the highest on this contest will win a four-issue sub extension or one free game entry to any open game. Without further ado...

- 1) Identify the moves that make up the Hedgehog opening.
- 2) Who won the Dip tournament at DipCon 13 last summer?
- 3) Name three persons - other than Lee Kendter or John Boardman - who have served as Boardman Number Custodian.
- 4) The Lepanto Opening is generally considered to be the best known "named" opening. Who wrote the original article on the Lepanto?
- 5) Give the significance of the game with Boardman number 1962 A.
- 6) Three of the most frequently seen variants in recent times are Youngstown, Holocaust, and Colonia. Name the person who designed the first postally played version of each game.
- 7) What is the Octopus opening?
- 8) List five zines presently being published which are members of the "Century Club".
- 9) In how many provinces is it POSSIBLE to find an Austrian unit at the end of 1901 in a game of regular Diplomacy?

Partial credit will be allowed on questions 3, 6, and 8. Send your answers in to me by Tuesday, January 27. (In case of tied scores, the first set of answers received will have precedence.)

Andy Lischett was the only person to get last month's contest even half right - so, on reflection, I'll award him half a prize. Andy gets two issues for noticing that the list from Tetracuspid through Volker-wanderung was in inverse order of the 1980 Leeder Poll results...

Maybe my contests are too tough - on the other hand, they're fun to design and to see your guesses in...

There WILL be a winner this month provided that anyone gets any question correct. Don't be shy about trying!

Looking at Next Month

What can you expect to see in JIHAD #10?

Probably 20 pages, for one thing. I'll need the extra space. The Class of '80 feature will be the big item, what with comments on 13-15 zines, plus general statements and the poll results...

Other writings should include my review of the Dipper's \$2.50 reference library, more capsule game reviews (including the recent U.K. import Apocalypse), and the publication of TWO regular board Dip variants now in final playtest stages.

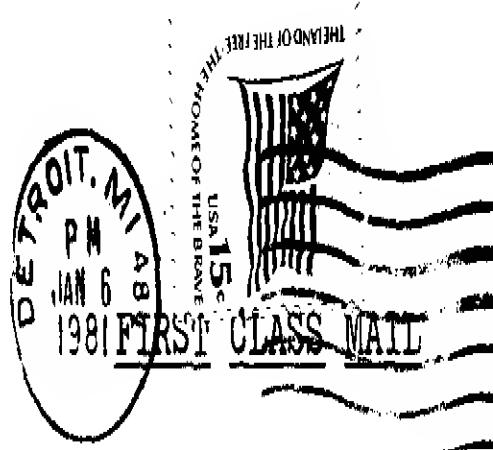
JIHAD's first Press Game should start as well - seven Dip players invited solely because they write first-rate press. Perhaps a Kingmaker game or a Dip variant will start, too.

Finally, I'll try to keep up with the usual hobby news, zine plugs and the like - and I may even have another nasty Contest Corner for your solving pleasure.

I guess that does it for now. Happy New Year!!!!



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